NINTENDO DS™

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - SEIZURES

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - RADIO FREQUENCY INTERFERENCE

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - REPETITIVE MOTION INJURIES AND EYESTRAIN

Playing video games can make your muscles, joints, or skin hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, or arms become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠WARNING - BATTERY LEAKAGE

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair, or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

THIS GAME CARD WILL WORK WITH ALL NINTENDO DS™ VIDEO GAME SYSTEMS.

NEED HELP PLAYING A GAME?

For game play assistance, we recommend using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device.
Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted. REV-E

ORIGINAL MANUAL
Any original instruction manuals included with this software are digital reproductions of the original printed manuals. They are as faithful as possible to those documents and feature a bare minimum of edits. Please note that some of their content may feel inappropriate to modern players; furthermore, reference may be made to features that can't be used in this version of the game, or the contact information provided may no longer be valid. Please also note that printed manuals were not always released in multiple languages in North America.

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Kirby

Our hungry hero, after being split into 10 by the Skull Gang boss, Necrodeus, sets out on an adventure to make things right.

Close the unit to enter Sleep Mode and conserve battery power. Open the unit to exit Sleep Mode.

Contents

Starting the Game 6
Basic Actions 8
Playing the Game..... 10
Items..... 15
Stage Objects..... 16
Extras/Checklist..... 17
Staff Credits..... 18

In this manual, ▭ is the top screen and ▭ is the Touch Screen.

Starting the Game

With the power turned off, insert the ***Kirby Mass Attack*** Game Card securely into the Game Card slot until you hear it click.

1. When you turn on the power, the screen to the right appears. Tap the Touch Screen after reading the information.

2. On the DS Menu Screen, tap Kirby Mass Attack. The game will load.
Note: The screen shown to the right is from a Nintendo DSi™/Nintendo DSi XL™ system. For the Nintendo DS™/Nintendo DS Lite, if your system is set to Auto Mode, you will not have to perform this step.

3. When the title screen is displayed, tap the Touch Screen.

If you wait for a while at the title screen, the opening story of Kirby Mass Attack will play.

File Selection

Choose a save file. If you choose **New**, the game will start from the beginning. You can make up to three save files.

Mode Selection

Choose **Story Mode** to play the game. The number to the right is the percent completed of Story Mode. You can also view **Extras** and **Checklist** ➡ page 17 and set the options.

Options

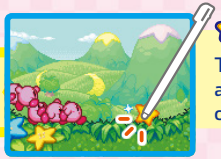
For handedness options, you can set the game to **Right-Handed** or **Left-Handed**. (This manual uses the right-handed setting for its explanations.)
Also, choose **Delete File** to erase the file you're currently playing.
Warning: Erased files cannot be recovered.
Note: To erase all game data, you can hold the A+B+X+Y Buttons and the L+R Buttons at the same time when loading the game.

About Saving Data

When you clear a stage, the file saves automatically. Be careful not to turn off the power when the game is saving and SAVING is displayed.

Basic Actions

Tap or slide on the Touch Screen to move the star (Kirby's heroic heart) and guide the many Kirby characters on the screen.



Walking

Touch the Touch Screen to make the star appear. The Kirbys will walk in the direction of the star.

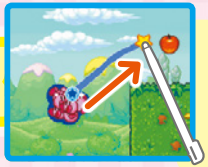
Running

If you tap twice quickly on the screen, the Kirbys will run toward the star.

Note: Be careful not to tap too hard on the Touch Screen.

While Underwater...

Move the same as you would on land, but when the air gauge runs out, the game is over. Get an air bubble to refill the air gauge.



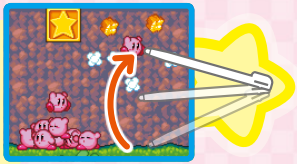
Moving Together

If you touch and hold the stylus to the Touch Screen, the Kirbys you have amassed will grab onto the star. If you draw a line with the star, the Kirbys will float along that line as a group.

Note: When moving a group of Kirbys, if you lift the stylus and then touch the screen again, the star will disappear and the Kirbys will stop floating along the path.

Jumping

Quickly flick a Kirby with the stylus to make that Kirby jump in that direction. You can break blocks and send a Kirby to attack an enemy with this move.



Pummeling

When Kirbys latch onto an enemy, they automatically begin their attack. Keep tapping as they pummel away to encourage your Kirbys to keep doing their best as they fight.

Note: Be careful not to tap too hard on the Touch Screen.

Playing the Game

Guide Kirby along as you clear the stages. You can gather up to 10 Kirbys as you go, and the stages you can enter depend on the number of Kirbys you have.

Stage Selection

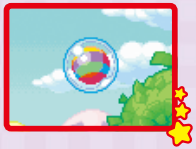
Tap the stage you want to go to. If you fulfill conditions as you play the game, you can unlock more Extras and Checklist task lists page 17.

Stage Display

The number written on each stage icon shows the number of Kirbys needed to enter that stage. Also, once a stage has been cleared, its icon changes.

Rainbow Bubbles

If you clear certain stages, a rainbow bubble appears. When you get a rainbow bubble, a rainbow bridge is built, and you can proceed to the next area on the stage-selection screen.



Stage-Screen Display

You control your Kirbys on the bottom screen. Stage information is displayed on the top screen.

Stage Name

Fruit Gauge
page 12

Medals Found
page 15

Number of Kirbys

Current number of Kirbys / Maximum number of Kirbys.

Kirby Icon

If there are Kirbys offscreen, this displays their direction. There are different kinds of icons; shows a KO'd Kirby.

Daroach's Airship

I am Daroach, leader of the Squeak Squad, a gang of plunderers traveling throughout space. As you play the game, you'll be able to go to my ship, Daroach's Airship. If you come to me, I'll give you game hints and tell you where the medals are hidden.

- Daroach

Daroach

Increasing Kirbys

When you get fruit ➔ page 15, your fruit gauge will fill up more. When it reaches 100, a Kirby is added to your group and the fruit gauge restarts at zero. You can have a maximum of 10 Kirbys.

Fruit Gauge

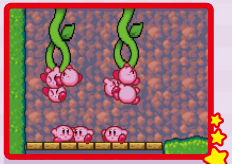
Note: When you fill the fruit gauge and you already have 10 Kirbys, you get 10,000 bonus points.

If You Increase Your Kirbys...

When you increase your Kirbys, not only do you have more stages you can go into, but you can also do much more in those stages, as shown in the screenshots below. There are also stage objects you cannot use if you do not have enough Kirbys.

The more Kirbys you have attached to an enemy, the stronger their attack will be.

Quickly tap on the mark to pull on objects and enemies.


If there is more than one object, you can divide the work among your Kirbys.

Note: Be careful not to tap too hard on the Touch Screen.

Kirby's Condition

If a Kirby takes damage, his health decreases and his body turns blue. If a blue Kirby takes even more damage, he gets knocked out and sprouts angel wings. If you leave a KO'd Kirby alone, he will fly off the top of the screen and disappear.

Note: There are times when a Kirby will get knocked out immediately, such as when he gets pinched between objects or moving platforms.

Blue Kirby

KO'd Kirby

Saving KO'd Kirby

When a Kirby gets KO'd and flies off, if other Kirbys grab him before he leaves the screen, he will be restored to a blue Kirby.

Recovery Ring

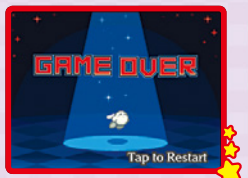
You'll find rings, like the one shown to the right, in many stages. If a blue Kirby passes through a Recovery Ring, his health is restored and he turns back to his original pink color.

- Daroach

Game Over

When all Kirbys disappear (after being KO'd and flying offscreen), the game is over. You can then touch the Touch Screen and restart the stage from the stage-selection screen.

Note: The game also ends if Kirby's air gauge runs out while underwater.



Stage Clear

When you enter a goal door or defeat a boss at the end of a stage, that stage is cleared. At that time, you may get awarded a bronze, silver, or gold star, depending on the condition of your Kirbys throughout the stage.

Items

There are various items in each stage to aid Kirby on his adventure. Some items appear when you break blocks or defeat enemies.

Fruit

Fruit fills your fruit gauge. The number of points your gauge increases depends on the kind of fruit you get.

Maxim Tomato

Fills your gauge to 100.

Key

After you grab a key, you'll carry it along with you.

Treasure Chest

You can open these if you have a key.

Jumbo Candy

The Kirbys become giant for a limited time. They can defeat enemies just by touching them and break blocks they normally can't break.

Medals

Collect these to unlock Extras. Some medals are very important medals.

➡ page 17

Warning about Skull Keys

When you get a skull key, you'll be warped to an area where the Skull Gang will attack you. If you survive until morning or get the treasure chest, you'll be able to escape. Good luck!

- Daroach

Stage Objects

Here are a few of the objects you'll see in the stages. There are many more objects not introduced here.

Objects

Star Block

Jump through these to break them.

Metal Block

You can't jump through these.

Fruit Block

Jump into these to make lots of fruit fly out. You can hit one many times before it breaks.

Jerkweed

You can pull these hanging plants, but you'll take damage if you touch one with thorns.

Melody Switch

Hit these in the right order to open the path.

Autocannon

Load your Kirbys into it, then tap it to launch them into the air.

Various Doors

Door

Go into one of these to enter a different area.

Shortcut Door

Enter this door to take a shortcut to the goal. These doors cannot be entered until you clear the stage at least once.

Extras/Checklist

On the mode-selection and stage-selection screens, you can see the things you've unlocked and the Checklist tasks that you've completed.

Extras

After you collect a certain number of medals, you'll unlock various things, such as sub-games that you can play.

Checklist

If you achieve certain hidden conditions in the stages, you complete tasks that are recorded in the Checklist. Tasks you've already completed are marked with in the Checklist.

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